

Fluesom

Wilderness Encounters:

Brigand/Odinsen: (6) CR 1/2 SZ: Medium, humanoid, HD 1d8+2; hp(4x9),8,3; Init+2(Dex); Spd 30ft.; AC 14 (+2 Armor, Dex); Atk +2 melee (1d6+1, short sword, crit 19-20) AL NE; SV Fort+3, Ref+2, Will+1; Str13, Dex14, Con12, Int10, Wis10, Cha9. Skills: Climb+2, Intimidate+1, Jump+4, Spot+2, Swim+2 Feat: Dodge

Equipment: Leather Armor, Shortsword, Backpack, one has a sunrod, waterskins, snowshoes, 5 Welkin Pieces, 2 Uppsala Pieces each.

Wulfgar the Troll: Ftr 2/Rog2: CR 4 HP 28 Init+6 Spd 30ft; AC 16, Atk +5 melee (rapier 1d8+1 crit19-20) Sneak attack +1d6 AL NE, SV Fort +4, Ref +5, Will +0 Str 13, Dex 15, Con 12, Int 12, Wis 10 Cha 12. Skills Balance +1, Bluff +3, Climb +4, Escape Artist +2, Hide +4, Intimidate +6, Jump +0, Listen +1, Move Silently +3, Open Lock +3, Pick Pocket +4, Search +2, Spot +2, Tumble +1, Use Magic Device +2, Use Rope +3, Wilderness Lore +1 Feats: Dodge, Improved Initiative, Weapon Finesse (rapier), Lang: Thorsen, Odinsen, Barter; Brown Hair, Long beard, Arrogant, HT 5'6", WT 160 100gp Amethyst, 50 gp Garnet, 50 Uppsala Pieces, Studded Leather Armor, Small wood shield, 3 daggers, rapier, thieves tools, 50 foot rope, backpack. Snowshoes, flask of mead

+4 Init

Dungeon:

1: Secret Entrance: The general area for the location of this entrance can be found with the map. The exact location must be searched for (DC 25). It is a door now 4 feet under a pool of water. The water is frozen. Some method must be used to cut away the ice to find the entrance. Once the door is found and unlocked (DC 29), the corridor is completely submerged. Characters must swim 140 feet to the dry cavern in area 2.

A character can hold his breath for 2 rounds/point of Con. Drowning rules are on page 85 of the DMG.

2: Dry Cavern: This oddly shaped natural cavern is completely dark. Torches will require an hour to dry before they can be lit. Characters will need to make fortitude checks verses the cold from being submerged in the 38 degree water or suffer 1d6 points of subdual damage. On the South end of the chamber is a message written in chalk in barter language: **Beware the caverns of Fluesom, If you are wise you will turn back now. I was once eager for glory, now I serve Odin in the Halls of Asgard. -Hoerald the Ready** The bones of the man who wrote this lie below the writing. Everything of value has been taken from his body. A continuous drip will echo throughout the caverns from this point forward. The walls are wet and covered with slimy mineral deposits. The cavern smells of minerals and is stale. The ceiling is approximately 15-20 feet up. The only exit from this cavern is the submerged tunnel that runs 110 feet to area 3.

3. Large Dry Cavern: This large natural cavern is much like the first one. The air is not stale, but smells strongly of fish. The floor of the cavern is littered with fish bones. Two 6-foot long 1 foot wide wood poles are lying on the floor. Four human skeletons are strewn about. Their possessions are gone. Five 6-foot lengths of rope lie amidst the rubble. There is a 25% chance of an encounter with 1d3 Skum who come here twice per day looking for intruders, food or loot. A careful search of this chamber will turn up 2 sunrods and a piece of parchment. The parchment states in Thorsen: **Thor's Tomb.... key...green... guard...island.... all hope.**

Skum: SZ: Med., HD 2d8+1 Initiative +1, Spd 20' land/ 40'swim, AC 13 (dex+1, natural +2) Attk: Bite +5 Melee, 2 claws +0 melee, Rakes+0 melee, Damage bite 2d6+4, claw1d4+2, rake 1d6+2 Low-light vision, Save Fort+1, Ref+1, Will+3, Str 19, Dex 13, Con 13, Int 10, Wis 10, Cha 6; Skill: Climb+9, Hide +6, Listen +7, Move Silently +3, Spot +7. Feat: Alertness, CR 2, AL LE -2 to attack on land/no rake on land.

WPS 14

The waterway in the southeast end of the cavern is 3-4 foot deep. Most tunnels are this depth. Caverns are 4-8 foot deep. All waterways are filled with many blind albino eels and crayfish. *A fortitude check must be made every hour spent in the water DC 15, additional +2/hr or take 1d6 subdual damage. A roll of 1 on d8 indicates an encounter with 1d3 skum.*

4. Waterfall: This small cavern is 4 foot deep. A small waterfall dumps cold water throughout this area. Fort check DC 15 or take 1d6 subdual damage from the cold. **4 Skum** are hiding underwater and will attack after the group goes under the waterfall. HP: 16,9,14,5

5. Skummy Cavern: This vast cavern is loud with the constant dripping of water. The water is heated by volcanic action to 80 degrees and no damage will be suffered while in this chamber from the cold. Steam fills the cavern, limiting vision to 20'. All who enter are constantly barraged with an endless number of albino blind eels. This is also the main lair of the Skum. At any time **1d8+6 Skum** are encountered here. HP 11 ea. Resting in these waters will return 1d3 pts of cold subdual damage per hour immersed.

6. Winding Waterways: These passages are 3-4' deep with water. **1d3 Skum** lurk in these waters. They will attempt to get behind the party and attack from the rear. HP 5 each.

A1: This 30x10' dry area contains the remains of Skum and Humans. A careful examination will show that the human bones are far more ancient. A suit of rusted out armor and long sword can be found on one human with a **+3 small wooden shield of Cold Resistance**. Any character that can read barter has a 30% chance to read the inscription: **Laertes was a friend to Dwarves everywhere. In tribute to his life, may this monument be an ever-present beacon, to any man walking through this town.**

A2: Similar to A1, One human body can be found among the remains of Skum. Her Armor and weapons are rusted out. Any character that can read barter has a 30% chance to read the inscription: **Kallistas the Pure met her end battling the minions of Ares. Ten more heroes such as she, and the dread god would be a permanent guest of Hades. 2 potions of cure serious wounds, and a potion of darkvision** can be found near her body. Also near her is a small stone coffer with 50 (5gp) ambers, 500 ancient gold coins, 2 emerald and gold earrings (100 gp ea), and a petrified owl.

B1: A huge mound of Skum bones are piled up in this 20x10' dry area. Characters with barter have a 30% chance to read the inscription: **Turn east on blade street past the apple orchard to find tonight's wrestling competition. It is said that Darius' mother is an orc.**

B2: Amidst the Skum bones 100 ancient gold coins are scattered. A careful inspection (search DC 15) will reveal a **potion of cure moderate wounds**.

B3: This dry area is cleared of bones. A thick layer of dust coats the floor. Characters with barter have a 30% chance to read the inscription: **This monument rests among these woods for Boban the halfling friend of elves and all who knew her. She graced this glen for 116 years.**

B4: This area has one human skeleton, a very tall male. He is adorned in a gold death mask valued at 500 gp, he is wearing a cloak of gold, valued at 2000 gp. A jeweled pommel is all that is left of his sword, valued at 250 gp. A cup carved from crystal is resting near his hand (valued at 500gp). (5) Silver daggers are lying around his waist area. In the cup are (200) 10 gp agates. Characters with barter have a 30% chance to read the inscription: **Solas Skullsplitter lies before you. Old age was the only foe he could not conquer. Only now could you hope to rise above him in skill. His might was only matched by his generosity to his friends. He raised 27 sons to adulthood. They have raised this monument to him.**

C: This small area holds the bones of dozens of Skum. Ancient wall sconces are rusted out on the walls. An open platinum box (valued 1000 gp) lies under the bones. Characters who can read Thorsen have a 30% chance to read the gold leaf inscription: **Behold! Access to Thor's tomb rests in the platinum box before you. If you are meant for it you must take it. If you are unworthy, Thor will teach you the meaning of a slow and painful death.**

7. Chamber: The water here is only 2' deep. No Skum will approach this area. No water drips from above. A thin sliver of light reaches forth at the north wall of the chamber. The chamber is finely carved with elaborate floral motifs. A secret door into area 15 is on the north wall. A search will reveal it (DC 10).

8. Cavern: This chamber is the favorite hunting grounds for **1d3+3 Skum** 11 hps. The water is 4 foot deep.

9. Large Cavern: This cavern is approximately 80'x100'. The water is 4-6 foot deep. A steady flow drip echoes throughout this area. A small island is central near the southern end of the cavern. A **Giant Crab** makes this area its home. HD 3d8, 21 hps, AC 17, Spd 20' Initiative +1 Attacks claw +5 melee, claw +5 melee. Damage 2d4, 2d4, If the crab grasps an opponent with a claw, it automatically does an additional 2d4 to its opponent each round until it is dead or the opponent is cut in two. Hide +8, Spot +3, Size Large Vermin, Fort +4, Will +0, Ref +1, Str: 22, Dex 8 Con 10, Int--, Wis 12, Cha 10
Few Skum enter this cavern. When they do they hurry out of this cavern because the Giant Crab never leaves this area. The small island is where the Giant Crab spends most of its time. A gold coffer is tipped over on the island (value 250 gp). (100) 5gp beryls are spilled out of the coffer.

10. Small Cavern: This small cavern is the lair of (3) **Skum**: Hps 15, 10, 7. They attempt to hide until the party is past them then attack from behind. Hide +6 MS +3

11. Cavern: This cavern is flooded with about 3' of water. There is a small island on the eastern end of the cavern. The stench in the air is thick. Holding a throne on the small island is a particularly nasty **Merrow**. He demands tribute from the Skum who bring him treasure from their victims so that he leaves them alone. He gets violent when he is bored and is particularly bored right now. HD 4d8+8 Hps 35, Initiative -1 Spd (swim 40'), AC 16, Atk: Longspear +7 melee 1d8+7 (reach 15-20' with longspear). Fort+6, Ref+0, Will+1; Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 6; Swim+4, Listen+2, Spot +2; CR 2, AL CE, The Merrow will attempt to get in a free attack with his spear, then he will dive into the water and try to out maneuver and take out the strongest characters first. On the island is the treasure the Merrow has accumulated.

11a: The Island includes a stinky fur infested with sand fleas. Wrapped inside the fur is a suit of human sized **leather armor** +1. In a box is a collection of 1,000 ancient gold coins. Scattered around the island are 4 sunrods, a small steel mirror (cracked) 10 (half burned) torches, a rusty hammer, a rusty longsword, a silver dagger, some half eaten eels, a gold holy symbol of Zeus (75 gp), a rusty helmet (a **potion of cure serious wounds** is inside). (1) 500 gp ruby, (5) silver bracelets (25 gp each). There is a 50% chance to notice a faded inscription on the cavern wall, 30% chance for characters to read: **I am the last of the protectors of moira, the barbarians call them the norn, but in any language no man can control them. It seems the fates have chosen this day to be my last. So be it. As long as the key to the tomb of the great ones is protected from the demons that wish to find it so that they may end the world. When the city of sin fell through the earth, the moira balanced their evil by sinking them into the earth. The irony is now the will of the moira is protected in the place they damned. As death approaches, I've been given the 2nd sight. When the year of destruction becomes the year of hope, children will find what no questing knight nor scheming fiend has been able to discover. The weak shall become strong and the end will become a new beginning. In hope, there will be redemption or destruction only...**

12: Cavern: No creatures will approach this cavern or those beyond. Only the eels and other fish populate the waters. Even from this distance, a faint flashing green light can be detected coming from somewhere beyond. The water is 3' deep. The dripping water is not as constant as it is in the rest of the flooded cavern system.

13: Cavern: The water in this cavern is 2' deep. The green flashing light is stronger in this area and seems to come from the tunnel to the north. Only an occasional dripping sound is heard. The air is cool but not cold. No subdual damage occurs from here to area 14.

14: Green Cavern: The water is about 1' deep here. It is silent in here except for the sound of the occasional splash of aquatic life. A strobing green light originates from a box on the island on the east end of the cavern. Once on the island, the party beholds a box is carved from a block of green crystal: value 2000 gp, two words are inscribed on the wall: **Skentel, Dromok**; inside the box is the **Key to Thor's Tomb**. The key is a 6" diameter green crystal. When inactive it shrinks to the size of a marble. Skentel is the activation word; Dromok will make the key inactive. The main function of the key is to open the tomb of Thor. It provides the holder of the key with protection from the magical effects in place around the tomb. It will also deactivate the magical effects on the **redeemers**. The key's powers only function when active. The bearer also gains a +4 bonus to Will saving throws. The key also grants the bearer darkvision 60'. The

key creates a field of protection from evil in a 10' radius around it. AL LG, Evil beings touching the key lose 1 point of str./rd in contact with it. Neutral beings lose 1 point of str/turn in contact with it. The key radiates blinding magical power if detected for. The person who detects magic will be awed for 1 minute.

15. Prisoners: The hallway is slanted toward the south. Water at the north end is a few inches deep. Water at the south end is two feet deep, and dirt and debris hide the secret door (DC 30) from people on the north side of it. The north end of the hall is protected by a pit trap Search (DC 20), Disable Device (DC 20), Reflex Save (DC 20) avoids it. Damage is 2d6. The trap is 20' deep. The Pukje always disable the trap when they enter this area to transport or harass prisoner. All of the prisoner cells are locked. DC(22): locks have a hardness of 15 and 30hps. Behind one of the cells is a secret door (DC 25) that a prisoner once made to escape the dungeon. Opening the secret door will fill the cell with a foot of water. There are a total of 17 cells. 1-5 hold one man from Permia each. 6-7 contain 1 woman from Permia each. Villagers from Permia are all pale blonde with sky blue eyes. Villagers are **1st level commoners**, hps 4, Wilderness survival +4, AC 12, Spd 30 AL NG. **Cell 8** contains **Hildigun the Witch**. She is from Norgard, and is kin to the adventurers. **2 level Sor.** Str13 (+1), Int 15 (+2), Wis 14 (+2), Dex 17 (+3), Con 16 (+3), Cha 18(+4), Hps 13, AC13. She is bound to a spit and gagged. A hood is covering her head. She is currently unconscious, 7hps, subdual damage: 10 hps. She is beaten daily. The Pukje fear her powers and have scheduled her to be eaten today. The other prisoners have heard Pukje saying that she is to be their lunch today. She is ambiguous when talking, although she says few words. When she speaks its usually memorable. She is very beautiful. **Cell 9-12** hold 2 men from Norgard each. They are **1st level commoners** hps 3, AC 12 Spd 30, AL CG. **Cell 13-16** are empty. **Cell 17** contains an insane man. He sits quietly in a corner up to his waist in water. If someone opens the cell he will charge them attacking with his bare hands. **1st level commoner** Hps 7, AC 10, Spd 30 Str 13(+1). The commoners know that the Pukje are using them for food. They will do whatever is asked of them to escape this dungeon. Death fighting Pukje is better than being eaten!

16. Secret Cavern: Many years ago a prisoner tunneled through his wall and discovered the hidden cavern. He escaped the evils of Fluesom. The waters are about 4 foot deep and the tunnel to the north ends with a hidden outdoor cave mouth, which feeds a shallow stream. The entrance to the cave mouth is blocked by ice and debris in the winter. It will take several hours to break through the ice. The cavern is filled with fish.

17. Warehouse: This 60x90' room is where the Pukje store their loot. It is also where they cook prisoners to eat. The room contains 7 boxes, 5 chests, and 12 barrels. A pit has been crudely carved in the center of the room. The pit is filled with hot coals and a prisoner is roasting over a spit over the coals. A chimney flue allows the smoke to exit the room. The room reeks of barbequed human. There is a huge pile of coal along the east wall. 3 boxes contain 50 lbs of Iron Ingots. 2 boxes are filled with 20 torches each. 1 box contains 500 red gold. All of the chests are locked. (DC 20). 3 chests contain 500 welkin pieces. 2 chests contain 500 Uppsala pieces. 1 chest contains 200 (5) gp blue quartz. Three barrels contain beer, 6 contain ale, and 3 contain mead. There is 1,000' of coiled rope, 20 winter blankets, 104 sets of peasants clothes (human size), 14 sets of travelers clothes, 3 sets of nobles clothes. 4 shortswords, 17 handaxes, 200 arrows, 20 shortspears, 2 saps, 4 sickles, a morning star, and a suit of chainmail (human size). 2 bucklers, 5 wooden shields. 30 days firewood, crowbar, 10 waterskins, 10 iron pots, 4 sets of manacles. Near the cooked prisoner is a pot of barbeque sauce. There is a *20% chance of an encounter with 1d3 Pukje* (goblins) in here at any time. SZ small, HD 1d8; Hps 1 Init +1, Atk +0 light mace 1d6-1 or +2 ranged (1d6-1 Javelin), SQ: Darkvision, 25% are Sorcerers. CR 1 If Spells they (5) 0 Lv, (3) 1 Lv/day.

18. Nice Bedroom: This room houses the brawn of the Pukje force. **Slig the Ogre**. He is wearing Thrain's cloak. CR 2, SZ Lg., HD 4d8+8, Hps 24, Init -1, Spd 30', AC 16, Atk +8, 2d6+7 great club, Reach 10', AL CE, Fort +6, Ref +3, Will +1, Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7, Climb +5, Listen +3, Spot +3. Huge club, He has two chests, both locked, he is wearing the key. 1 contains 5 silver bracelets, the other has a **potion of cure moderate wounds**, inside a human skull. The table and chair are broken and the bed is very smelly and bug infested. A roasted human arm rests on the table. The floor is riddled with human bones.

19. Pukje/Gnoll Bedroom: (3) Gnoll Pukje reside here. CR 1, SZ Med. 7'1/2 feet tall, HD 2d8+2, hps 9,6,16, AC 15 Init+0, Spd 30ft, Atk +3 melee (1d8+2 morning star). SQ: Dark vision 60', AL CE, Fort+4, Ref+0, Will+0, Str 15, Dex 10, Con 13, Int 8, Wis 11, Cha 8. Listen +3, Spot +3, Morning stars, 10 welkin pieces each. The room contains 3 beds, and an open chest. The chest contains 3 winter blankets.

20. Pukje/orc Bedroom: (4) Pukje/orcs sleep here. 1 of them is a sorcerer. CR 1, Size Med, HD 1d8, hps 2,1,2,8; Init +0 Spd 30 ft, AC 10, Atk +3 melee, battle axe 1d8+2 Crit x3), SQ: light sensitive -1 attack in well lit room. Dark vision 60', AL CE, Sv Fort+2, Ref +0, Will -1, Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 6; Listen +4, Spot +3 The sorcerer can cast Magic Missile (x3) Each Pukje has 15 red gold. The two chests contain 24 daggers each. They use them for target practice.

21. Pukje/orc leaders Bedroom: (3) Pukje/orc leaders sleep here. One is a sorcerer. CR 2, SZ MD, HD 2d8+2, Hps 11, 8,15; Init+1, Spd 20', AC 15, Atk+5 melee (1d12+3 great axe, crit x3), +4 melee short sword 1d6+3, crit 19-20). SQ Dark Vision 60', light sensitive -1 attacks in lighted rooms. AL CE, Fort+4, Ref+1, Will +0, Str 16, Dex 12, Con 13, Int 10, Wis 10, Cha 12. Skills Listen +4, Spot +3, Intimidate +3 Armor: Scale mail, grate axe, short sword, 8 Uppsala pieces each. The sorcerer can cast Magic Missile (x4) The chest contains 10 bottles of mead (value 2 welkin pieces ea.)

22. Common Quarters: (10) Pukje/goblins live here. 3 are sorcerers Magic Missile (x3). CR 1, SZ small, HD 1d8; hps 4, Init +1, Spd 30', AC 16, Atk +0, 1d6-1 light mace, SQ Dark vision 60'; AL NE, Fort +0, Ref +3, Will+0, Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8. Hide +6, Listen +3, MS +5, Spot +3 All goblins have studded leather armor, small wooden shields and light maces. They have 2 red gold ea. There are two boxes which the goblins are using as latrines/chamber pots.

23 Atrium: This large atrium was once the welcome room of a great king. Several large pillars and one broken pillar line the room. A broken statue of the king, and a broken fountain can also be seen. Everywhere is Pukje graffiti. Prisoners are brought through this area, and dinner is usually eaten here. The boxes in this room contain human skulls which are used for a shuffle board-like game. A table is used to place dinner on. Currently a human leg is lying there half eaten. **(8) Pukje/goblins** live here. 2 of them are sorcerers: Magic Missile (x3) Hps 5, each has 4 red gold. Old mosaics of the beautiful countryside have been ruined by Pukje graffiti and vandalism. An inscription can be read 50% chance by those reading Thorsen: **Jarl Stoegar established this Meadhall, Faldur in the year 41 after the great disaster. Several Dverge including Bombarr the Mason assisted with the sculpture and engineering. May Faldur convince the Dverge to leave their greathall and join us in our fight against the Pukje.**

Retrieving the Cloak of Thrain and returning it to Norgard is worth 200 xp each, and will get them each a plot of farmland in Norgard. Retrieving the Key is worth 200 xp each, Saving the Prisoners from the Pukje is worth 200 xp each.